

Claims 1-23 (Canceled)

24. (Currently Amended) A method of gaming play on a conventional gaming machine, configured for conventional gaming play thereon, utilizing a voucher ~~to play at least one game at a gaming machine~~ comprising the steps of:

generating data regarding a voucher to be printed, said data including a value representative of a number of credits ~~usable~~ redeemable for play of at least one game on said at a gaming machine;

creating a data record regarding said voucher;

storing said data record at a host remote from said gaming machine;

issuing said voucher at a location remote from said gaming machine and said host;

accepting said voucher at said gaming machine for said redeemable play;

transmitting information from said gaming machine to said host regarding the identity of said voucher;

comparing at said host said transmitted information and said data in said data record to verify said voucher;

if said voucher is verified, crediting the number of credits which the voucher represents for use at said gaming machine;

accepting one or more of said credits as a wager for said redeemable play of a game presented by said gaming machine;

debiting a number of credits from said credited number of credits based upon the number of credits used to place said wager; and

presenting gaming play of said a-game on said gaming machine upon placing of said wager, wherein depending upon one of a winning outcome and a losing outcome, adding and subtracting credits from the credited number of credits, respectively.

25. (Currently Amended) The method in accordance with Claim 24 including ~~the step of~~ awarding said voucher to a user independent of said user paying value to receive said voucher.

26. (Currently Amended) The method in accordance with Claim 24 including ~~the step of~~ storing information regarding the prior use of said voucher once said voucher is verified, preventing said voucher from being verified for use at a later time.

27. (original) The method in accordance with Claim 24 wherein said voucher has no value independent of said associated number of credits usable to play said gaming machine.

28. (original) The method in accordance with Claim 24 wherein the outcome of said game is determined independent from the voucher presented.

29. (Currently Amended) A gaming system including at least one conventional gaming machine in which a voucher may be applied for redemption of credits for play of said gaming machine, said gaming system used comprising:

at least one conventional gaming machine configured to present a game for conventional gaming play thereon;

at least one voucher generating station remote from said at least one gaming machine;

at least one host remote from said at least one gaming machine and said at least one host;

one or more communication links permitting information to be transmitted between said at least one gaming machine and said at least one host and between said at least one voucher generating station and said at least one host;

said at least one voucher generating station configured to generate information regarding said voucher and transmit said information to said host and to generate said voucher by printing said voucher;

said at least one host configured to store information regarding said voucher, including at least a portion of said information regarding said voucher transmitted from said voucher generating station; and

said gaming machine configured to accept said voucher for redemption thereof, transmit information from said voucher to said host for comparison to said stored information to verify said voucher and to provide a number of credits which said voucher represents for use by said player if said voucher is verified and to accept one or more of said credits as a wager and to present said a game to said player on said gaming machine upon said player's placing a said wager, wherein depending upon one of a winning outcome and a losing outcome, credits are added and subtracted from the credited number of credits, respectively.